

Final Fantasy IX Secrets & Side Quests Guide

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Updated to v1.5 on Nov 16, 2000

FINAL FANTASY IX

SECRETS AND SIDE QUESTS GUIDE

Version 1.0- September 26 2000-The Beginning

Version 1.1- September 29 2000-Added some stuffs here and there.

Version 1.2- October 11 2000-Added a strategy in defeating Ozma.

Version 1.3- October 14 2000-Added a section on how to get the strongest weapon for each character.

Version 1.4- October 11 2000-Added the Book Boss thingy.

Version 1.5- October 30 2000-Added FFIIX's "second ending".

Version 1.6- November 15 2000-Corrected some mistakes.

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1 - INTRO:

Played FFIIX and found that the game is too short? Feeling bored and want to go solve/tackle some sidequests/secrets in the game? Well here's a list of all of the optional stuff one can do in FFIIX.

2 - SIDE QUESTS

Land Spirits/Fairies:

When you roam on the overworld map, you might randomly encounter strange cute creatures with a different battle theme. These are Land Spirits. They all request for Gemstones from you and will reward you with a lot of APs if you give them the correct ones. There are 9 altogether. Making all of them happy and the fight with Ozma will be a lot easier. (See Ozma for details). Here are a list of their names and what type of Gemstone they want.

- 1) Small Squirrel (Mu): Around Dali. Wants an Ore stone.
- 2) Ghost: Outside Treno (Don't go in the forest.) or near the South Gate. Wants an Ore stone.
- 3) Ladybug: Forest surrounding Black Mage Village. Wants 2 Ore stones.
- 4) Yeti: Forest outside Madain Sari. Wants 2 Ores.
- 5) Nymph: Forest near Iifa Tree area. Wants 3 Ores.
- 6) Jabberwork: Forest East of Oeivell. Wants Emerald.
- 7) Feathersuckle: Ice Continent, on the Chocobo tracks. Wants a Moonstone.
- 8) Galda: Forest outside Gizamaluke Cave after climbing rope. Wants Lapis Lazly.
- 9) Yan: Bile Island (small island near center of map). It will keep running away until you have found all 8 other Land Spirits. Wants a Diamond.

Frog Catching:

Once you obtained the airship (you can do it anytime in the game, but the airship makes travelling easier.) bring Quina back to any Qu Marsh and go to the frog pond. Quina will then request permission to catch frogs. The more you catch, the better the reward. It also increases the damage of Quina's Kaeru Otoshi (Frog Drop). So START CATCHING THOSE PESKY FROGS NOW!

2 frogs: Ore Ston

5 frogs: Ether

9 frogs: Silk Robe

15 frogs: Elixir

23 frogs: Silver Fork

33 frogs: Bistro Fork

If you catch 100 frogs, an optional boss(Quina's master) will appear. Defeat him to obtain Quina's best weapon.

TIP: It's best NOT catch all the frogs in the marsh at one go.

Figurines:

There are 4 figurines in the game. They increase your collectors rate(see Four-armed man for details.). Mini-Cid and Mini-Burmecea are found in Treno Auction while the Prima Vista figure is obtained after the coffeebean quest. Lastly, the Mini-Brahne figure is found under the chair in the Dali Chief's house.

Chocobo Digging:

Refer to the Chocobo Digging FAQ

(http://www.gamefaqs.com/console/psx/file/final_fantasy_ix_jp_chocobo.txt) for details.

Quadmist Card Game:

Basic Rules:

1st digit: Attack Power

2nd digit: Method of attack

Last 2 numbers: Defense Power

If the second digit is a P, then the first digit compares itself with the opponent's third digit. If the second digit is a M, then the first digit compares with the opponent's last digit.

Zodiac Coins:

Visit the queen living in Treno. She will tell you that she wants 12 Zodiac coins. These are found throughout the game. The queen will reward you for each coin you find. Once you gave all 12 coins, go to Kuwan Cave (east of Treno) to look for the 13th Coin.

Aries: Dali Windmill

Cancer: Burmecea, behind an overturned cart.

Scorpio: Kuwan Cave spring

Gemini: Throw gil into the fountain at entrance of Treno 13 times.

Taurus: Behind item shop in Treno

Virgo: Black Mage Village Inn

Libra: Madain Sari fountain

Leo: Undestroyed Left Tower of Alexandria near Neptune Statue

Sagittarius: Linblum Commercial Square, left side. 3rd screen upon entering the commercial district.

Capricorn: Right path in Dargeleo Library.
Aquarius: Ipsen Heritage entrance right hand pillar
Pisces: Treasure chest inside Invincible.

Coffee Beans:

The old man at the Watch Tower in Dali loves to drink coffee. Find them all and you'll receive the Prima Vista figure.

Mocha: In the Pass near the Chocobo Forest. Pay attention to the right side of the screen.

Killiman: Madain Sari moogle village kitchen

Bullman: In disc 3 before going for the card game in Treno, go to Dali and search in the Village chief's room for the key to open the locked door behind the windmill.

Rope Jumping:

Here is a list of all the items obtained from it:

20 jumps: 10 gil

50 jumps: Cactrot Card

100 jumps: Genji Card

200 jumps: Alexander Card

300 jumps: Cat Paw Racket

1000 jumps: King Of Skipping Title

Quiz Master

This funny look guy (He always appears together with a circle and a cross.) can be randomly encountered on the World Map near the Black Mage village. He will ask you a question and if you answered it correctly, he'll reward you with lots of APs. If you encounter him 13 times(This is due to the fact that he has 13 different questions to ask.) and answered all his questions correctly, you'll be rewarded with a Memory Ring.

3 - SECRETS

Ozma (Located in the Chocobo Sky Garden)

In the north of the garden, examine the huge rock. This will trigger a battle with an extremely tough optional boss. If you have satisfied all 9 Land Spirits in the game, the FIGHT command will be enabled. You will be rewarded with Garnet's last summon, Ark, upon defeating it.

I've come out with a sure win way of defeating it:

- 1) Have all characters' level above 70 (LV99 comes to mind).
- 2) Have Quina learn the "Magic Hammer", "Angel's Tear" and KaeruOtoshi.
- 3) Make sure all characters have auto-haste, auto-regen and protection from confusion abilities.
- 4) Choose Eiko, Garnet (Dagger), Zitan (DUH!) and Quina.
- 5) When the fight starts, let Garnet be the main healer. Eiko should attack with Holy and assist Garnet in healing when there is a need. (Don't use Maduin. It's too costly. You're going to need all the MP you can get.) Zitan should just fight or use his Grand Result trance. Quina should use his "Magic Hammer" blue magic and attack randomly with KaeruOtoshi. Just use that hammer move 3 times and Ozma will be drained of all MP! YES, THAT MEANS NO MORE METEO OR JIHAD SPELLS FROM HIM!
- 6) If Ozma uses gas, heal with Quina's "Angel Tear".
- 7) With patience, you'll be able to defeat Ozma.

Dargeleo Library

It's located northwest of the Chocobo Lagoon. You'll need an airship or golden Chocobo to get there.

Alexandria's Book Boss (Sorry, but I forgot its name.)

He's located in the Alexandria Library. You have two chances to fight him. In disk two, where you have to rescue Garnet. (The exact time where Beatrix "joins" you.) And in disk three, at the time where Garnet and Eiko summoned Alexander.

Kuwan Cave (Quan Cave)

It is located near Treno. Take Vivi and Quina there to trigger an event. After the event, check the clock to get Elmace Shoes which allows the user to learn the Auto-Haste ability. If you have a Gold Chocobo and a dead pepper, then you might want to check the bucket near the clock for some goodies.

Garnet's Real Name:

One of the "hidden" secrets in the game. In Disc 4, put Garnet and Eiko in your party and visit the Madain Sari kitchen. Talk to Rani. After she leaves form a party WITHOUT Garnet or Eiko and go to the Summon Circle in the Moogles Village. Search for the '!' mark. After seeing the mark, walk one round clockwise and one round anti-clockwise. You'll hear a sound. Garnet's real name (Sara) is written on the Ifrit drawing.

Changing Names:

Just get a Namingway Quadmist card in the Desert Empress in Kujah's throne room. Then go and find a brown-clothed man in Dagelero and he'll change your characters' name.

Revival of Mognet HQ:

This can be done only in Disk 4. You must have a flying chocobo. Go to the island north of Madain Sari. Look for a crack in the mountain. Use a dead pepper to open the crack. Visit the moogles in this order:

Burmecia's Moogle - > Black Mage Village's moogle - > Ipsen
Castle's moogle - > Mist Continent Qu's Marsh's moogle* - > Dargeleo
Library's moogle - > Alexandria's moogle

You will be rewarded with a Protect Ring for your efforts.

*= You'll need to have Quina in your party to find it.

FF3 (Japanese) OST:

If you manage to buy the Une's Mirror and Doga Magic Box at the Treno Auction, go to the Black Mage Village Inn and check the gramophone for a surprise. Note that this event can only be triggered after Terra has been destroyed.

Legendary Combination Shop:

In the Last Dungeon called "Memory Room/ Birth", there's an "underwater" room. Move to the right of the room and search for Hades. (Takes a few tries.) Remember : There will be no '!'. Upon locating him, a boss fight will be triggered. Defeat him and you'll be able to excess the Legendary Combination Shop. Garnet's last summon can also be combined here.

Getting EXCALIBUR:

Just buy the "Magic Finger" from the Treno auction and give it to the old man in Dargeleo Library.

Getting EXCALIBUR II:

Reach the final stage and defeat Hades in under 12 hours. After doing so, search the right pillar in Memory Room.

Ultima Weapon:

Take a chocobo and "dig" around the Island of Light right where Terra used to be. You'll need a dead pepper.

Four Armed Man:

He is located at the right path of Dargeleo Library. He rates your Collector Level. There is also a number of rare cards on him.

Carbunkle/Fenrir's New Skills:

Emerald+Carbunkle= Emerald Light
Diamond+Carbunkle= Dia Light
Moonstone+Carbunkle= Pearl Light
Virgin's Hope+ Fenrir= 1000 Year Dust

Chocobo Paradise

Fly to the north-western most corner of the map and use a dead pepper to open that crack in the mountain.

Play Blackjack

Play BlackJack while listening to the ''Crystal Theme''!
All you have to do is to input in this code once you get to see the The End screen after everything (note that it will not work if you try the short-cut-to-The-End method):

R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square

Final Fantasy IX's "Second Ending":

Simple. Just complete the zodiac coin side quest and keep Shina's hammer. DO NOT USE THE HAMMER IN THE LEGENDARY COMBO SHOP. Keep it in your inventory and complete the game.

4 - LIST OF STRONGEST WEAPONS

Type of weapon -----	Name of weapon -----	Where to get it -----
Swallow	Utima Weapon	See Utima Weapon section for more details.
Rod	Kujira no Hige (Whale's Beard)	Chocograph no. #20
Racket	Cat paw racket	See rope skipping section for more details.
Sword	Excalibur II	See Excalibur II section for more details.
Lance	Ryu no Hige (Dragon's Beard)	Use dead pepper on a mountain crack at the west of Ouilville.
Claw	Rune Claw	Search the room where you fight Tiamat at the Memory Room. (Toki no Hazama)
Flute	Angel's Flute	In the room where you see an illusion of Alexandria at the last stage.
Fork	??? Fork	See frog catching section for more details.
Staff	Mace of Zeus	On the right after climbing the ladder at memory Room before fighting Lich.

5 - CREDITS

- GameFAQs <<www.gameFAQs.com>> OF COURSE!
- <<Anja.Bredemann@t-online.de>>
- <<vgstrategies.guide@about.com>>
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Please e-mail me if I left anything out. THAT'S ALL. HOPE YOU ENJOYED
READING MY FAQ.

